

Roll Garden v.1.1.2

a game by F. Bubulce

Roll Garden is a game for:

- 1 - 99 players
- 8 + y.o.
- 30' playtime

Components

- 99 garden sheets
- 3 dice
- 9 special veggie cards

Goal

We have to grow a veggie garden, but it's not an easy task! To grow out seeds we must secure the right amount of water, sunlight, fertilizer and ploughing.

And mind the synergies! Do you know some veggies don't go along together?

At the end, there will be just one best garden.

Set up

Every player get a garden sheet and a pencil.

Get 3 dice.

Shuffle the veggie cards, pick two and reveal them on the table.

You can choose to play without the veggie cards

Before the start, every player must draw in her garden, in the soil slot (square), 2 basic veggies picked out from the 4 types on the player aid.

Cross out one of the little squares on the player aid for each drawn veggie.

How to play

Game last 6 turns.

Each turn is made out of 3 phases:

1 – roll 3 dice

2 – Every player write the 3 dice result in their garden, within 3 still free work slots (water, sunlight, fertilizer or ploughing).

The small circle is for writing the turn numbers

3 – Every player choose and draw 3 veggies in 3 different and still free soil slots (square)

Players can draw any veggie choosing between the 4 basic veggies, the flowers, the radio and from the 2 special veggie cards.

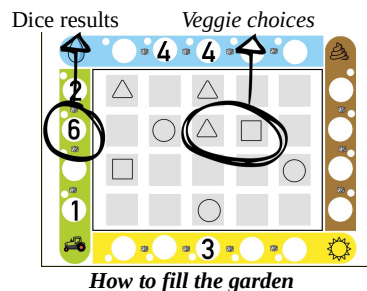
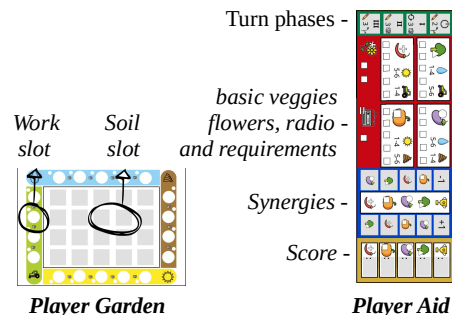
Players can draw (pic or symbol) their veggies in any soil slot, except those already filled with one veggie.

After drawing a veggie, cross out a corresponding small square on the player aid. You can draw a max of 5 basic veggie each, 2 flowers and 1 radio.

If you draw a special veggie from cards, there aren't squares to cross out, but you can draw only one of each type.

End phase 3 and start a new turn.

6th turn is last. At the end of the 6th turn all slots shall be filled.



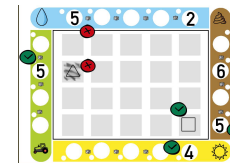
Requirements

You can see that each veggie on the player aid show 2 values related to work slots.

A work slot value (the dice number you put there) applies to the entire line or column. So each soil slot end having 4 work values.

You can plant any veggie in any soil slot. Nevertheless, the veggies will grow out only if the soil slot meet the work values requirements.

Veggies planted in slot that doesn't meet even just one of the 2 requirements will be crossed out at the end of the game.



requirement

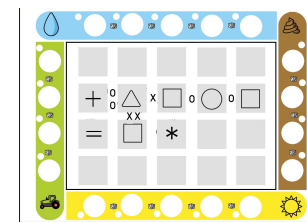
Synergies

In Roll Garden, simply growing a veggie doesn't award points. You score victory points based on veggie synergy patterns.

Each veggie as good synergies that award points and bad synergies that make you lose points. Synergies are seen on player aid and cards.

Mark good synergies with 0 and bad one with X. Mark them on your garden, between two veggies.

Those synergies applies only at straight adjacent veggies, not diagonals.



Radio double any synergy yield

Flowers and Radio

Other than veggies, players can draw in their garden up to 2 flowers and 1 radio. They can draw them at phase 3 of any turn, choosing them in place of a veggie.

Flowers – Flowers don't have requirements to meet, they grow in any soil slot.

Flowers don't have synergies. Each flower award 1 victory point, plus 1 point for each different veggie type adjacent (max 1 + 4)

Radio – Like flowers, radio work fine in any soil slot. Any veggie that grow adjacent the radio mark double of its synergies. Good and bad ones.

Music work miracles on veggies (and farmers). It as no effect on flowers

Special veggie cards

You have special veggies on some cards. They work exactly like other veggies, but their requirements and synergies are peculiar.

To play with special veggie, choose 2 cards at the start and reveal them.

Any player may draw up to 1 special veggie per card (so, she can draw both special veggies)

End

Game end with turn 6.

Check that all your veggies meet their requirements. Cross out any veggie that doesn't meet even just 1 requirement.

Crossed out veggie make no synergies and score -1 point each. Write down this score.

Check synergies. Each 0 score 1 point.

Each X score -2 points. Write down this score. Write down the flowers score.

Higher score win.


In case of tie, player with fewest X win. Again, player with fewest crossed out veggies wins.

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 3-6	 X X -
 1-2	 X X X
	 X X -

\$




	 X X -
	 X X X
 3-6	 X X -
 1-2	 0 0 0

@



	 X X
 5-6	 0 0
	 0 0
 1-4	 X X


¥



 3-6	 X X -
 1-2	 0 0 0
	 X X -
	 X X X


	
	
	
	

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 5-6	 X X
	 X X
 1-4	 0 0
	 0 0

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 1-2	 X X X
	 X X -
	 0 0 0
 3-6	 X X -

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	 0 0
 1-4	 X X
	 X X
 5-6	 0 0

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 1-4	 0 0
	 0 0
 5-6	 X X
	 X X